ULTRA GAMES

NES-ME-USA

HOW TO PLAY

METAL GEAR™

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WELCOME TO THE WORLD OF ULTRA!

You're now a proud owner of the authentic Ultra home version of Metal Gear. We suggest that you read the following orders from FOX HOUND thoroughly before going into combat.

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VERMON CaTAFFY, TERRORIST AT LARGE

Colonel Vermon CaTaffy, a once tranquil shepherd boy, who grew up on the remote banks of the Sam Sam River in outer Mongolia with his 27 sisters, turned to terrorism at an early age.

Now, after years of pillaging innocent people, he has taken control of Outer Heaven, a small nation on the outskirts of South Africa. Here he is sole tyrant and radical dictator. He rules with bullets and bombs, and in only a few months he has outlawed democracy and turned harmless villagers into mercenaries for a global terrorist network.

But his biggest threat is yet to come. For, as an obsessed madman, he has created the Ultimate Super Weapon. It's CaTaffy's greatest dream and the world's most hideous nightmare.

It's called Metal Gear. And it must be destroyed before the crazed Colonel unleashes his violence across the globe.

HOW TO TACKLE CaTAFFY

Your mission, Solid Snake, is to seek out and destroy Metal Gear, nothing less. To triumph, you must gather necessary information, weapons and equipment as you press forward into the enemy's domain.

Weapons and equipment can be found and captured in three various ways. Find them in enemy trucks. Find them in enemy storehouses. Or snatch them directly from certain enemies.

Of vital importance as you proceed on your perilous mission, is how well you communicate with Commander South back at Fox Hound's HQ. Whenever you see a flashing "Call Sign" it means that he's trying to reach you with key info. Get in touch with him on the double, using your transceiver. (See Transceiver Mode on pg. 8)

Also know now that CaTaffy has 5 heavily fortified strongholds located throughout Outer Heaven, and you must discover then search each before accomplishing your ultimate task.

The strongholds have between I and 3 floors. You'll move from floor to floor using elevators, and along the way you'll rescue grateful hostages who'll offer crucial information as to the whereabouts of Metal Gear.

When you rescue a predetermined number of prisoners you'll be promoted, and as your rank increases so will your VITAL SIGN. On the negative side, if you botch up and get a hostage killed you'll immediately be demoted.

Be warned, though, about the Strongholds. They aren't cake walks. Each, in fact, is surrounded by loyal CaTaffy guards, and it's up to you to elude them without triggering hidden alarms.

The mission finally ends when you die. Or when you win.

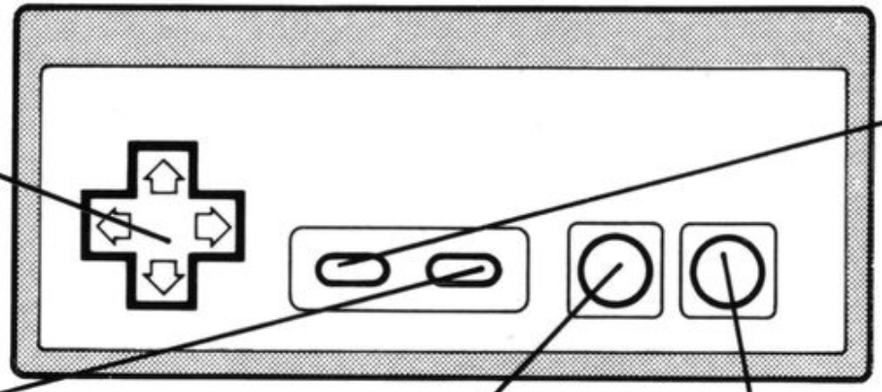
A little bit about yourself

Recruited from the Marines after an heroic performance in the Grenada invasion, you were given the code name "Solid Snake" because of your ability to strike quickly, quietly and with deadly accuracy.

HOW TO CONTROL YOUR DESTINY

Control Pad
Use to maneuver yourself in four different directions, from East to West, to Advancement or Retreat.

Start Button
Press to begin your mission, or to pause during the action for a breather.



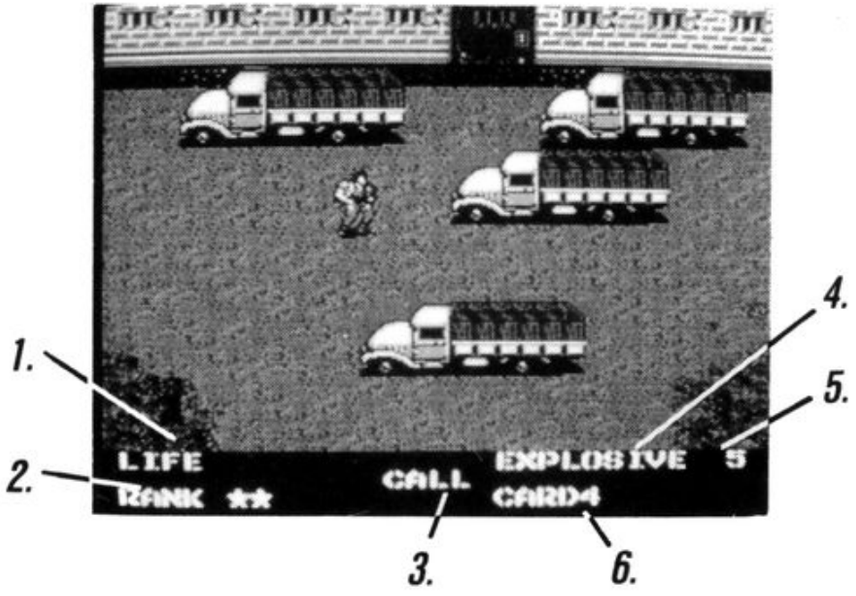
Select Button
When pressed during opening screen, you'll decide whether to start from the very beginning or from the continuation screen.

Press during play, and the "Mode Selection" sub-screen will appear.

B Button
Press to punch with your fists.

A Button
Press to fire weapons.

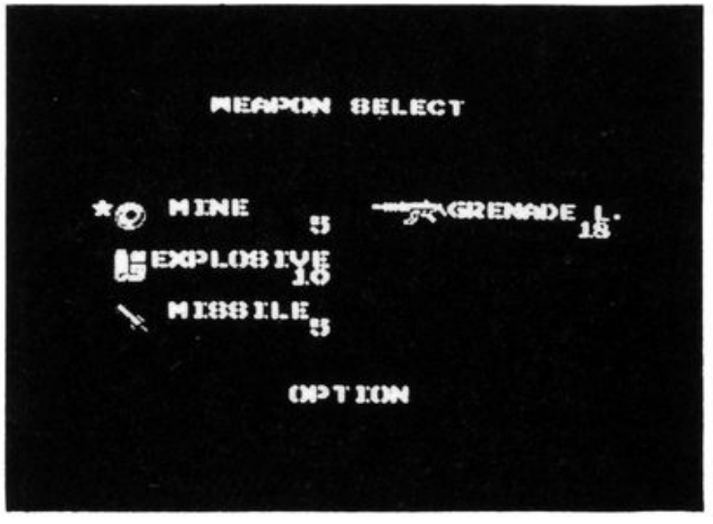
COMBAT ZONE



1. ***Your Vital Sign***
   If the Life Graph reaches zero, you're history. You'll gain strength, on the other hand, via promotions and captured rations.
2. ***Rank***
   The number of stars reflects your rank. 4 stars equals "The Honor of Royal Dragoon," the highest rank in Fox Hound.
3. ***Transceiver Call Sign***
   The "Call Sign" flashes when Commander South is attempting to reach you.
4. ***Weapon***
   Displays the weapon you are using.
5. ***Ammunition***
   Displays the number of shots remaining in your weapon.
6. ***Equipment***
   Displays the equipment you are using.

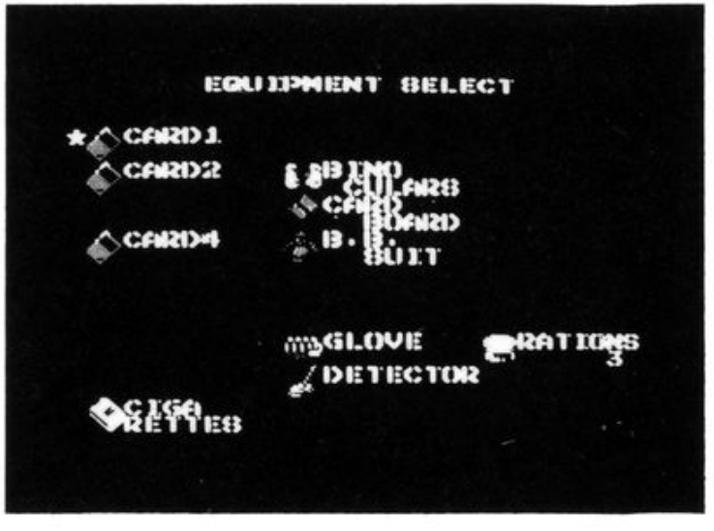
CHOOSE YOUR WEAPON AND YOUR EQUIPMENT, SIR

To reach either of these modes or the Transceiver Mode on page 8, press the Select Button on your control during play, and the "Mode Selection" sub-screen will appear. Choose desired mode using Control Pad.



Weapon Mode

Use your Control Pad and move the cursor to desired weapon, then press Select Button and return to battle fully armed.



Equipment Mode

Use the Control Pad and move cursor to desired equipment, then press Select Button and return to battle. Note: To attain certain items, the A Button must be pressed to lock onto them.

KNOW YOUR TRANSCEIVER OR PERISH

The transceiver is your only means of communications with the outside world. It's how you'll stay in touch with Commander South, who'll feed you vital info concerning the location of Metal Gear.

*Use Control Pad to select Transceiver in the "Mode Selection" sub-screen. Then press A Button to get directly into Transceiver Mode.

1. Transmission reception lamp

2. Frequency Counter
Adjust the Frequency Counter by pressing to the left and right on the Control Pad.

3. The Message

Sending a message (SEND)

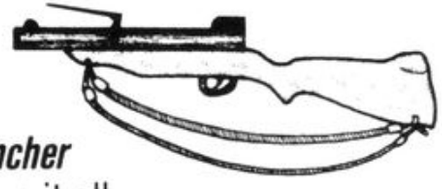
Used when you want to call the Commander. However, if the Frequency Counter isn't properly adjusted he won't get your signal for help. To send for help, adjust the frequency, then press the Control Pad UP. When he receives your signal, a response will be sent. Note: Even if the frequency is properly adjusted, you won't receive a response if the Commander is out to lunch.

Receiving a message (RECV)

Used to receive messages from the Commander. If the frequency is properly adjusted the message will automatically come through.

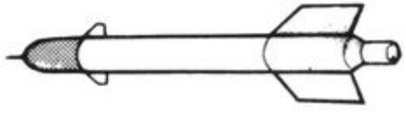
WEAPONS, YOUR MEANS OF SURVIVAL

Baretta M92F
Lethal hand gun that fires one bullet at a time. Silencer may be attached.



Grenade Launcher
Its name says it all.

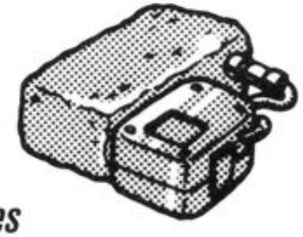
Silencer
Attach to Baretta or submachine gun, to keep your mission hush-hush.



Remote Control Missile
Can be guided with Control Pad. Note: You cannot move while controlling the missile.

Ingram MAC-II
Semi-automatic submachine gun with continuous fire. Silencer may be attached.

Rocket Launcher
Speaks for itself as well.

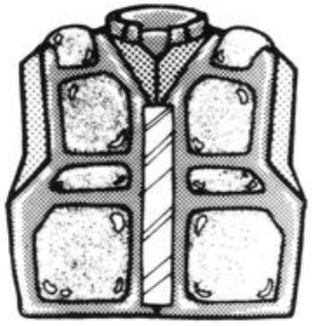


Plastic Explosives
Explodes with timer when set.

Mine
You may set these mines in key locations. Up to 3 mines allowed on each screen.

EQUIPMENT YOU CAN'T LIVE WITHOUT

Bomb Blast Suit
Protective gear which shields you from explosions.



Body Armor
Reduces enemy damage by 50%.

Binoculars
Allow you to see one screen ahead without risking your life to enter it. However, they cannot be used when in a room.

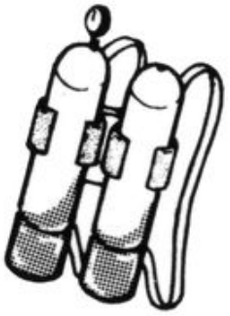
Gas Mask
Only means of survival in gassed out areas.

Antenna
Allows you to use transceiver in areas where enemy jamming devices are located.

Mine Detector
Allows you to discover enemy mine positions.

Infrared Goggles
Used to detect infrared alarm sensors.

Flashlight
Used to see in underground passages.



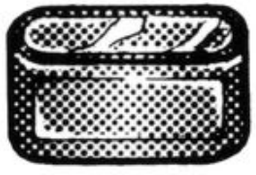
Oxygen Tank
Keeps you breathing underwater.

Compass
Helps you navigate through uncharted deserts.

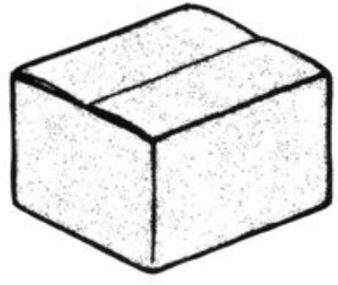
Antidote
Saves you from poison, including scorpion bites.

Iron Glove
Allows you to locate hidden doors by punching various walls.

Uniform
Try it on and see what happens!



Rations
Crucial nutrition needed to restore your Vital Sign.



Cardboard
Hmmmmm, it could be valuable or it could be a trap.

Cards 1-8
Each card opens a door. Of course, the card number must match the door number.

COLONEL VERMON CaTAFFY'S ELITE SCUM SQUAD

The Electrocutioner

Corporal Watchman

Soldier of Fortune

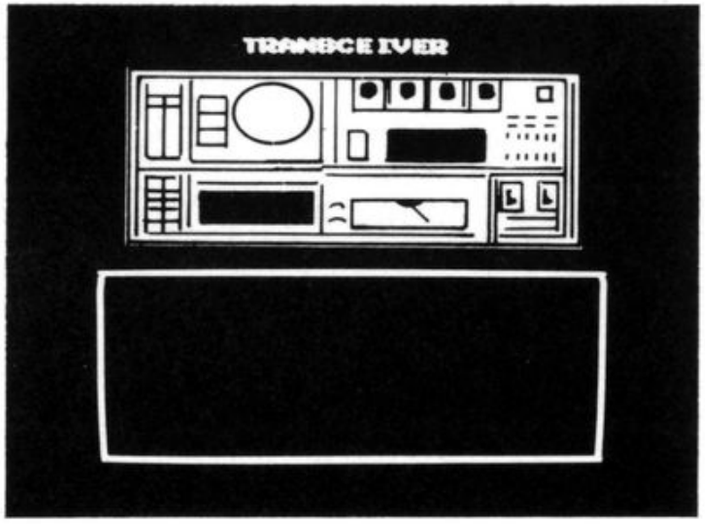
Trained Killer Scorpions

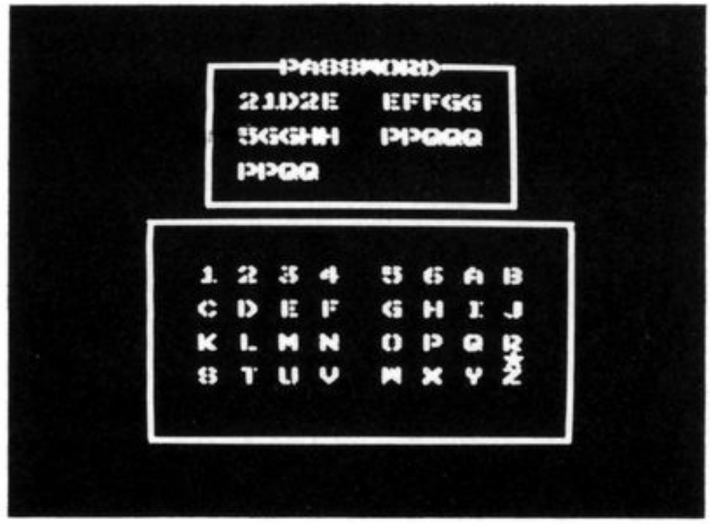
Checkpoint Charlie

B. A. Dozer

The Dogs of War

OPERATION PASSWORD





How to save your mission for another day

When the game ends, select CONTINUE or END. If you wish to continue without turning off the system, select CONTINUE.

However, if you wish to quit playing, press END.

After selecting End, your Transceiver Mode will appear, and there you will find a password code. Write it down and save it!

Because the next time you start the game you can press CONTINUE on the Title Screen, and then enter your password using the Control Pad to match the code with the letters which appear.

This returns you to the same location in Outer Heaven where you finished your last mission.

Treat Your ULTRAGAMES Cassette Carefully

- This ULTRAGAMES cassette is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the cassette.

- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.

- Always make sure your computer is SWITCHED OFF when inserting the cassette or removing it from the computer.

- Never insert your fingers or any metal objects into the terminal portion of the expansion connector. This can result in malfunction or damage.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

—Reorient the receiving antenna
—Relocate the NES with respect to the receiver
—Move the NES away from the receiver
—Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

SCORES

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